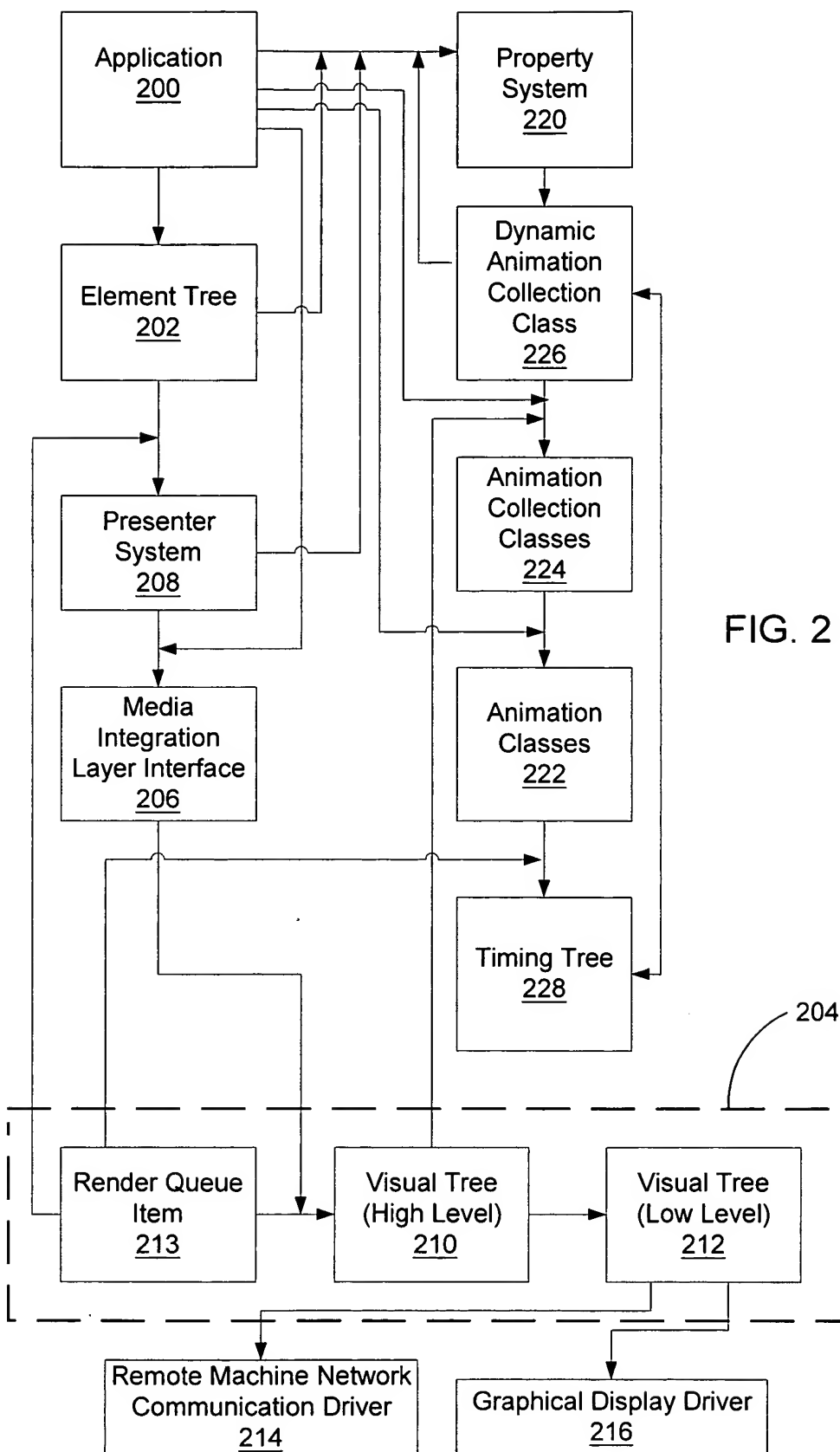


FIG. 1



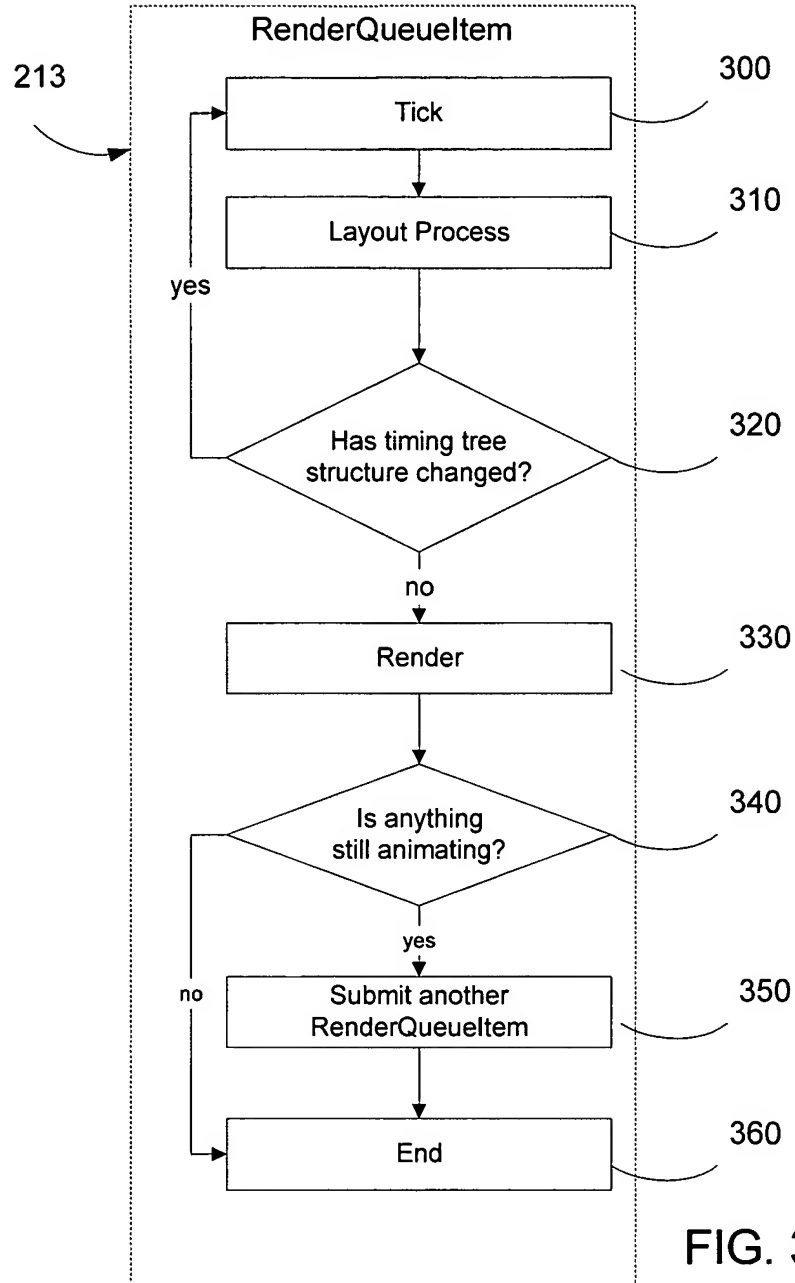


FIG. 3

### ANIMATION CLASS

400	<b>Animation Properties</b> From To By KeyValues Interpolation Method KeyTimes KeySplines IsAccumulating IsOverridingBaseValue UsesBaseValue
410	<b>Timing Properties</b> CurrentTime ParentTimeline Begin Duration Progress RepeatCount CurrentRepeat RepeatDuration Acceleration Deceleration Autoreverse End EndSynch Fill FillDefault Restart RestartDefault Speed IsForwardProgressing IsReversed IsChanging IsPaused
420	<b>Methods</b> <b>Animation Constructors (See Fig. 5)</b> BeginIn EndIn Pause Resume Seek GetUniqueInstance GetValue
430	<b>Events</b> Changed Begun Ended Paused Repeated Resumed Reversed Searched

FIG. 4

### ANIMATION CONSTRUCTOR TYPES

500	From
510	To
520	From-To
530	By
540	From-By

FIG. 5

### ANIMATION COLLECTION CLASS

600	Methods GetUniqueInstance GetValue DefaultParentTimeline
610	Properties IsChanging IsOverridingBaseValue Animations(array)
620	Events Changed

FIG. 6

### DYNAMIC ANIMATION COLLECTION CLASS

700	Methods Constructor Animation Collection SetDefaultParentTimeLine GetValue OnChanged
710	Properties OriginalDynamicProperty Element IsOverridingBaseValue

FIG. 7